

CLONE TROOPER

STAR
WARS™

CLONE TROOPER

9

Hit Points

10

Defense

13

Attack

+6

Damage

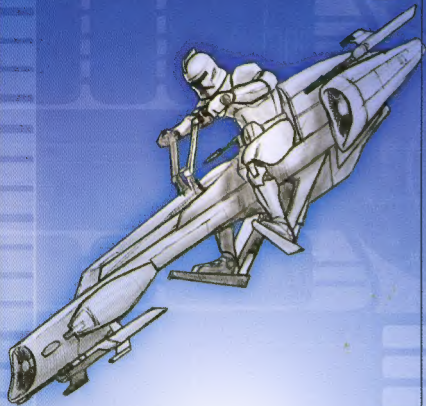
20

Special Abilities
Order 66*Superbly trained and conditioned, and literally built for war, a clone trooper fears no enemy.*STAR
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CLONE TROOPER ON BARC SPEEDER



STAR WARS



CLONE TROOPER ON BARC SPEEDER

29

Hit Points

60

Defense

17

Attack

+7

Damage

20

Special Abilities

Order 66

Flight (Ignores difficult terrain, enemy characters, low obstacles, and pits when moving)

Accelerate (This character can move up to 24 squares if he does not attack)

Strafe Attack (As this character moves, he can attack each enemy whose space he enters; this turn, this character cannot attack any enemy twice and cannot move directly back into a space he has just left)



The powerful BARC speeder provides maneuverability and firepower to the Republic's clone forces.

STAR WARS

ELITE CLONE TROOPER



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ELITE CLONE TROOPER

11

Hit Points

20

Defense

14

Attack

8

Damage

20

Special Abilities
Order 66



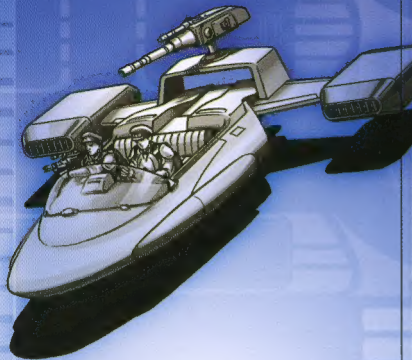
*Bred for battle, the elite trooper
is fearless and highly skilled.*

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Hit Points

80

Defense

16

Attack

+7

Damage

30

Special Abilities

Flight (Ignores difficult terrain, enemy characters, low obstacles, and pits when moving)

Mobile Attack (Can move both before and after attacking)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

Speed 12 (Can move up to 12 squares and attack, or 24 squares without attacking)



This fast, light-combat vehicle serves the Naboo Security Forces well.

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WARS**



Hit Points

130

Defense

21

Attack

+15

Damage

20

Special Abilities

Unique

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Melee Attack

Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)

Wall Climber (This character ignores difficult terrain, enemy characters, low obstacles, and pits when moving as long as a square he occupies and a square he is moving into are adjacent to a wall)

Force Powers

Force 5

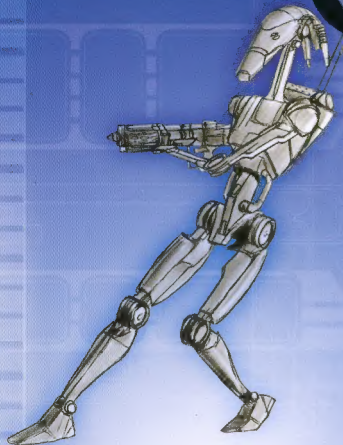
Force Heal 20 (Force 2, replaces attacks: touch; remove 20 damage from a non-Droid character)

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)



**STAR
WARS**

BATTLE DROID



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WARS**



BATTLE DROID

4

Hit Points

10

Defense

9

Attack

+0

Damage

10

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)



*An emotionless mechanical soldier
that fights without mercy.*

**STAR
WARS**

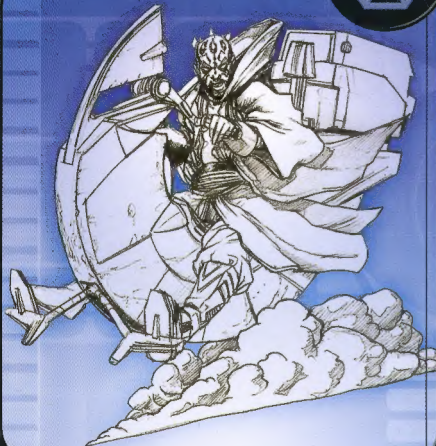


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DARTH MAUL ON SPEEDER



STAR WARS™



DARTH MAUL ON SPEEDER

57

Hit Points

140

Defense

21

Attack

+14

Damage

20

Special Abilities

Unique

Accelerate (This character can move up to 24 squares if he does not attack)

Charging Assault +10 (Replaces turn: Can move up to 12 squares, then make an attack at +10 Damage against an adjacent enemy)

Cleave (Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy)

Deadly Attack (Scores a critical hit on an attack roll of natural 19 or 20)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 3

Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)

Sith Rage (Force 1: +10 Damage on all attacks this turn)

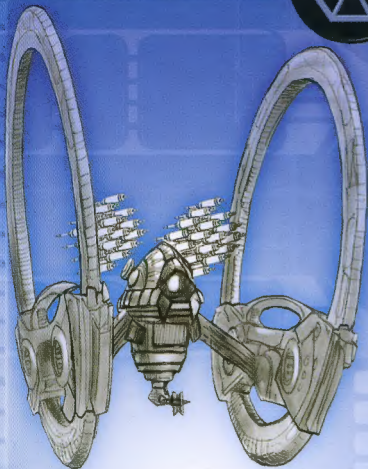


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Hit Points

60

Defense

13

Attack

+8

Damage

30

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Adjacent enemies with lightsabers ignore this special ability.)

Missiles 40 (Replaces attacks: sight: 40 damage to target and to each character adjacent to that target; save II)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

Rigid (Can't squeeze)

Wheeled (Replaces turn: Can move up to 18 squares, then attack)



This heavily armed InterGalactic Banking Clan droid vehicle is now a mainstay of the Separatist forces.

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8/60 ♦



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WARS™



Hit Points

30

Defense

12

Attack

+0

Damage

0

Special Abilities

Unique

Separatist Reinforcements 20 (During setup, after seeing your opponent's squad, you can add up to 20 points of Separatist characters to your squad)

Separatist Reserves 20 (If you roll a 1 for initiative, you can add up to 20 points of Separatist characters to your squad immediately before your first activation of the round)

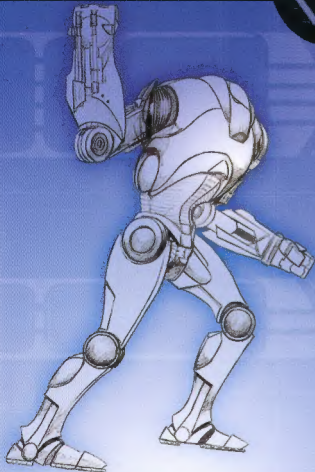
Commander Effect

Allies get -2 Attack and gain **Speed 4** (Can move only 4 squares and attack, or 8 squares without attacking).



The Neimoidian Viceroy of the Trade Federation strongly supports the Separatist movement.

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Hit Points

20

Defense

12

Attack

+2

Damage

20

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Charging Fire (Replaces turn: Can move up to 12 squares, then attack)

Synchronized Fire (Droid characters who combine fire with this character grant +6 Attack instead of +4)



A stronger, more durable battle droid packed in a reinforced shell.

STAR
WARS



SUPER BATTLE DROID COMMANDER



STAR WARS



SUPER BATTLE DROID COMMANDER

19

Hit Points

40

Defense

14

Attack

+4

Damage

30

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Synchronized Fire (Droid characters who combine fire with this character grant +6 Attack instead of +4)

Commander Effect

Droids are subject to this effect: Non-Unique Droid followers within 6 squares gain **Careful Shot +4** (On this character's turn, if it doesn't move, it gets +4 Attack).



Command droids lead other super and standard battle droids into combat.



11/60



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**ABYSSIN
BLACK SUN THUG**



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**ABYSSIN
BLACK SUN THUG**

8

Hit Points

20

Defense

11

Attack

+4

Damage

10

Special Abilities

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



Violent and loyal, this Byss native serves as muscle for the Black Sun crime syndicate.

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Hit Points

130

Defense

15

Attack

+8

Damage

20

Special Abilities

Savage (This character must end its move next to an enemy if it can and does not benefit from commander effects)

Cleave (Once per turn, if this character defeats an adjacent enemy by making an attack, it can make 1 immediate attack against another adjacent enemy)

Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Adjacent enemies with lightsabers ignore this special ability.)

Melee Attack (Can attack only adjacent enemies)

Melee Reach 2 (Enemies up to 2 squares away are considered adjacent for purposes of Melee Attack)

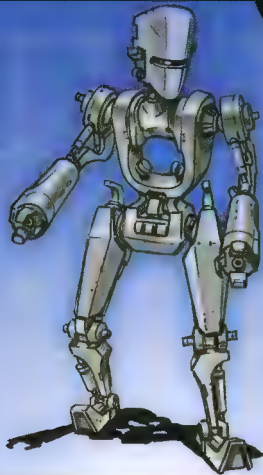
Triple Attack (On its turn, this character can make 2 extra attacks instead of moving)

A nightmarish predator, the terrible acklay attacks with razor-sharp claws.



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Hit Points

10

Defense

15

Attack

+0

Damage

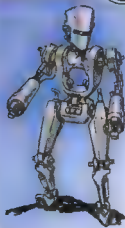
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Special Abilities

Heavy Weapon (Can't attack and move in the same turn)

Industrial Repair 10 (Replaces attacks: touch; remove 10 damage from 1 character with Mounted Weapon)

Lift (Replaces attacks: touch; move 1 adjacent Small or Medium ally to any space adjacent to this character. This move does not provoke attacks of opportunity.)



This general-purpose labor droid is dependable, reliable, and always polite.

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Hit Points

40

Defense

15

Attack

+4

Damage

20

Special Abilities

Cyborg (Counts as both a Droid and a non-Droid; subject to critical hits and commander effects)

Dominate (Replaces turn: Target non-Droid character takes an immediate turn under your control, which does not count as one of your 2 activations this phase, even if it has already been activated this round; save II. The target character cannot move this turn.)

Melee Attack (Can attack only adjacent enemies)



The mysterious B'omarr monks of Tatooine haunt the lowest levels of Jabba's palace.

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15/61 ★



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WARS**



Hit Points

60

Defense

15

Attack

+6

Damage

20

Special Abilities

Unique

Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)



A mercenary who travels the galaxy for fun and profit, Dash helps the ship Outrider

**STAR
WARS**



16/60 ★

DR. EVAZAN



STAR
WARS™



DR. EVAZAN

10

Hit Points

30

Defense

13

Attack

+3

Damage

10



Special Abilities

Unique

Homicidal Surgery (Replaces turn: touch; deal 10 damage to a non-Droid character.

An allied character can instead remove 10 damage from itself with a save of 11.)

Rapport (Ponda Baba costs 1 less when in the same squad as this character)

"I have the death sentence in twelve systems . . ."

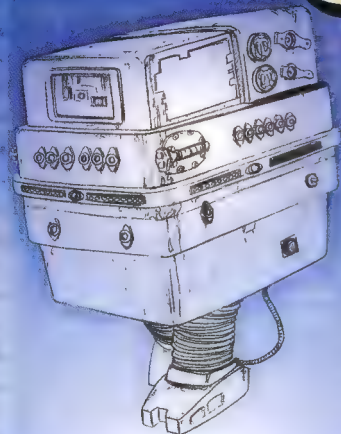
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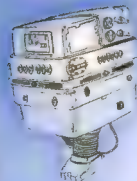


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**STAR
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Hit Points
10
Defense
15
Attack
+0
Damage
0

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Power Coupling (At the end of its turn, this character can choose 1 adjacent Small or Medium ally who does not have Melee Attack. That ally gains Extra Attack (On its turn, this character can make 1 cumulative extra attack instead of moving) until the end of this character's next turn, or until this character is no longer adjacent.)

Self-Destruct 20 (When this character is defeated, each adjacent character takes 20 damage)

Speed 2 (Can move only 2 squares and attack, or 4 squares without attacking)

The Gonk droid operates as a walking power generator

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18/60



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WARS



Hit Points

90

Defense

20

Attack

+13

Damage

10

Special Abilities

Unique

Droid (Immune to critical hits; not subject to commander effects)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

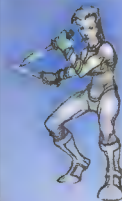
Double Attack (On her turn, this character can make 1 extra attack instead of moving)

Melee Attack (Can attack only adjacent enemies)

Mobile Attack (Can move both before and after attacking)

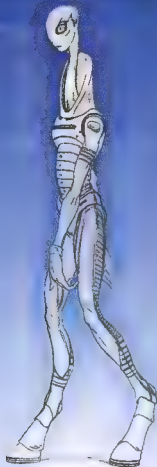
Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Xizor's Bodyguard (If Prince Xizor is an adjacent ally and would take damage from an attack, this character can take the damage instead)



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Hit Points

20

Defense

13

Attack

+6

Damage

10

Special Abilities

Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Melee Attack (Can attack only adjacent enemies)



Some Kaminoan cloners take their intolerance of physical imperfection to an extreme and become monklike ascetics.

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20/60 ●

LANDO CALRISSIAN,
HERO OF TAANAB



STAR
WARS™



LANDO CALRISSIAN,
HERO OF TAANAB

23

Hit Points

60

Defense

18

Attack

+9

Damage

10

Special Abilities

Unique

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Mobile Attack (Can move both before and after attacking)

Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

Commander Effect

Non-Unique followers within 6 squares gain **Mobile Attack** (Can move both before and after attacking).



"Oh, well, someone must have told them about my little maneuver at the battle of Taanab."

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21/61 ★

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Hit Points

20

Defense

11

Attack

+0

Damage

0



Special Abilities

Unique

Cyborg (Counts as both a Droid and a non-Droid; subject to critical hits and commander effects)

Fringe Reinforcements 20 (During setup, after seeing your opponent's squad, you can add up to 20 points of Fringe characters to your squad)

Override (At the end of his turn, this character can designate 1 door that he can see as open or closed; it remains open or closed until the end of this character's next turn, or until he is defeated)

Cloud City's cyborg liaison officer became a trusted friend of Lando Calrissian.

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Hit Points

50

Defense

16

Attack

+7

Damage

10

Special Abilities

Savage (This character must end its move next to an enemy if it can and does not benefit from commander effects)

Ambush (Can move and then make all its attacks against 1 enemy who has not activated this round)

Double Attack (On its turn, this character can make 1 extra attack instead of moving)

Melee Attack (Can attack only adjacent enemies)

Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)

Stealth (If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



All teeth and claws, the nexu is a fierce and deadly opponent.

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PONDA BABA



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WARS™



PONDA BABA

9

Hit Points

30

Defense

15

Attack

+5

Damage

10



Special Abilities

Unique

Bounty Hunter +4 (+4 Attack against Unique enemies)

Rapport (Dr. Evazan costs 1 less when in the same squad as this character)

This Aqualish pirate with a penchant for starting bar fights lost an arm when he and Dr. Evazan ran afoul of Obi-Wan Kenobi in a Mos Eisley cantina.

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24/60 ★

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Hit Points

100

Defense

22

Attack

+12

Damage

10

Special Abilities

Unique

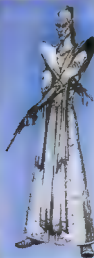
Pheromones (Cancel an attack from an enemy within 6 squares that targets this character; the attacker can avoid this effect with a save of 11)

Commander Effect

Allies with **Stealth** gain **Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy).

Allies with **Grenades** 10 instead gain **Grenades** 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save 11).

This Falleen prince controls the Black Sun criminal syndicate.



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Hit Points

100

Defense

18

Attack

+8

Damage

20

Special Abilities

Savage (This character must end its move next to an enemy if it can and does not benefit from commander effects)

Melee Attack (Can attack only adjacent enemies)

Melee Reach 2 (Enemies up to 2 squares away are considered adjacent for purposes of Melee Attack)

Regeneration 10 (If this character doesn't move on its turn, remove 10 damage from it at the end of that turn)

Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)

Triple Attack (On its turn, this character can make 2 extra attacks instead of moving)



With its sheer size and strength, sharp claws, ferocity, and thick hide, a rancor is among the most dangerous creatures in the galaxy.

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Hit Points

200

Defense

17

Attack

+12

Damage

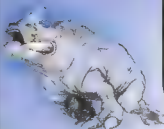
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Special Abilities

Savage (This character must end its move next to an enemy if it can and does not benefit from commander effects)

Charging Assault +20 (Replaces turn: Can move up to 12 squares, then make an attack at +20 Damage against an adjacent enemy)

Melee Attack (Can attack only adjacent enemies)



The powerful and plodding reek was one of the terrifying beasts set loose in the Geonosian arena.

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Hit Points
40
Defense
18
Attack
+5
Damage
10
Special Abilities

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Fringe Reserves 20 (If you roll exactly 11 for initiative, you can add up to 20 points of Fringe characters to your squad immediately before your first activation of the round)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Commander Effect

Each follower within 6 squares who has cover cannot be targeted by Accurate Shot unless it is the nearest enemy.



This Rodian is a lieutenant in Zizor's Black Sun crime syndicate.

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28/60 ♦

SHISTAVANEN PILOT


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SHISTAVANEN PILOT

12

Hit Points

30

Defense

15

Attack

+6

Damage

10

Special Abilities

Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Loner (+4 Attack if no allies are within 6 squares)



With superior speed and reflexes, this Shistavanen naturally became a starship pilot.

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TUSKEN RAIDER ON BANTHA



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TUSKEN RAIDER ON BANTHA

22

Hit Points

90

Defense

18

Attack

+5

Damage

20

Special Abilities

Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)

Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)

Sniper (Other characters do not provide cover against this character's attack)



This nomadic marauder prowls the deserts of Tatooine atop his trusted bantha.

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Hit Points

70

Defense

18

Attack

+10

Damage

10

Special Abilities

Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)

Melee Attack (Can attack only adjacent enemies)

Paralysis (If this character hits, target is considered activated this round; save 1)

Poison +10 (+10 Damage; save 1)

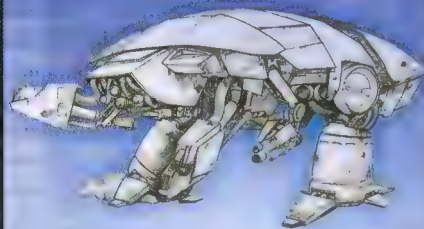
Stealth (If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



A nocturnal hunter, this creature displays an unnatural hatred of Jedi

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Hit Points

130

Defense

16

Attack

+8

Damage

30

Special Abilities

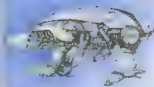
Droid (Immune to critical hits; not subject to commander effects)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Molecular Shielding (When hit by an attack from a nonadjacent enemy, this character takes no damage and the attacker takes damage equal to the prevented damage; the attacker can avoid this effect with a save of 11)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

Rigid (Can't squeeze)

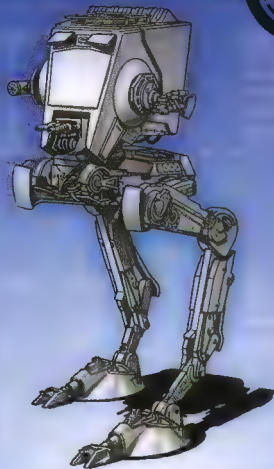


Built for speed and packed with a lethal arsenal of advanced weaponry, this beetle droid adds power to any squad.



32/60 ♦

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Hit Points 120

Defense 14

Attack +8

Damage 40



Special Abilities

Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Adjacent enemies with lightsabers ignore this special ability.)

Double Attack (On its turn, this character can make 1 extra attack instead of moving)

Grenades 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save 11)

Mobile Attack (Can move both before and after attacking)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

Rigid (Can't squeeze)

The All-Terrain Scout Transport adds speed and firepower to any Imperial assault.

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Hit Points
50
Defense
16
Attack
+9
Damage
10
Special Abilities
Unique
Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)

Commander Effect

Followers within 6 squares who combine fire grant +6 Attack instead of +4.


*A TIE fighter ace of unmatched skill and honor,
Fel strikes fear in the Empire's enemies.*
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**STAR
WARS™**



Hit Points

90

Defense

18

Attack

+10

Damage

20

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 2

Sith Rage (Force 1: +10 Damage on all attacks this turn)



This brutal warrior bends the Force to his own violent purposes.

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WARS™**



35/60 ♦


**STAR
WARS™**


Hit Points

80

Defense

17

Attack

+10

Damage

20

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Missiles 20 (Replaces attacks: sight; 20 damage to target and to each character adjacent to that target; save II)



This ultimate battle droid represents the Empire's attempt to create a super stormtrooper.

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WARS™**


36/60 ♦

**DARTH VADER,
JEDI HUNTER**



**STAR
WARS**



**DARTH VADER,
JEDI HUNTER**

75

Hit Points

140

Defense

23

Attack

+16

Damage

20

Special Abilities

Unique

Dark Armor (When this character takes damage, he reduces the damage dealt by 10 with a save of 11. Adjacent enemies with lightsabers ignore this special ability.)

Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)

Melee Attack: Triple Attack

Force Powers

Force 2

Force Grip (Force 1, replaces attacks: sight; 10 damage)

Force Renewal 1 (This character gets Force 1 each time he activates)

Force Whirlwind (Force 2, replaces attacks: range 6; 20 damage to target and each character adjacent to that target; save 11)

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Lightsaber Sweep (Force 1, replaces attacks: Can attack each adjacent enemy once)



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**GRAND ADMIRAL
THRAWN**



**STAR
WARS**



GRAND ADMIRAL THRAWN

37

Hit Points

80

Defense

18

Attack

+12

Damage

10



Special Abilities

Unique

Master Tactician (You automatically choose who goes first except on a roll of 1)

Ysalamiri (Characters within 6 squares cannot spend Force points. This character and characters within 6 squares cannot be targeted by Force powers.)

Commander Effect

Non-Unique followers within 6 squares get +3 Attack and +3 Defense.

At the end of this character's turn, 2 allies within 6 squares of this character may switch position.

The only nonhuman awarded this Imperial command, Thrawn uses military genius and Force-inhibiting ysalamiri to battle the New Republic

**STAR
WARS**


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Hit Points

60

Defense

16

Attack

+8

Damage

20

Special Abilities

Empathy (Allies with Savage within 6 squares lose Savage)

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 3

Force Lightning (Force 2, replaces attacks: range 6; 30 damage to target and 2 characters adjacent to that target)



The dark side of the Force burns fiercely within the heart of this Nightsister.

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WARS™



Hit Points

40

Defense

16

Attack

+7

Damage

10

Special Abilities

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Melee Attack (Can attack only adjacent enemies)

Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Thrawn's Bodyguard (If Grand Admiral Thrawn is an adjacent ally and would take damage from an attack, this character can take the damage instead)

Grand Admiral Thrawn's personal Death Commandos, the Noghri, are compact killing machines.



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STORMTROOPER



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STORMTROOPER

5

Hit Points

10

Defense

16

Attack

+4

Damage

10



Imperial shock troops totally loyal to the Emperor, stormtroopers wear plastoid composite armor.

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STORMTROOPER COMMANDER



STAR WARS



STORMTROOPER COMMANDER

15

Hit Points

40

Defense

18

Attack

+8

Damage

10

Special Abilities

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Commander Effect

At the end of his turn, this character can choose 1 adjacent non-Unique follower. That follower gets +10 Damage until the end of this character's next turn, or until this character is defeated.



This officer leads the Empire's stormtroopers into battle.

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Hit Points

70

Defense

14

Attack

+4

Damage

10

Special Abilities

Unique

It's a Trap! (Enemies with Stealth within 6 squares lose Stealth)

Recon (Roll twice for initiative once per round, choosing either roll, if any allied character with Recon has line of sight to an enemy)

Commander Effect

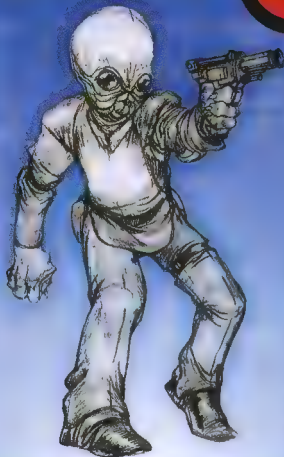
Followers within 6 squares gain +4 Attack against an enemy who has activated this round.



This Mon Calamari's understanding of Imperial tactics leads to Rebel victories

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BITH REBEL



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BITH REBEL

5

Hit Points

10

Defense

13

Attack

+3

Damage

10

Special Abilities

Micro-Vision (+4 Attack against targets within 6 squares)



This Bith joined the Rebellion after his band was outlawed by Imperial decree.

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**CHEWBACCA,
REBEL HERO**



**STAR
WARS**



**CHEWBACCA,
REBEL HERO**

30

Hit Points

120

Defense

17

Attack

+9

Damage

20

Special Abilities

Unique

Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)

Cleave (Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy)

Demolish (Ignores Damage Reduction of adjacent targets)

Gunner (Can combine fire with adjacent allies who have Mounted Weapon)

Industrial Repair 10 (Replaces attacks: touch; remove 10 damage from 1 character with Mounted Weapon)

Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)

Repair 10 (Replaces attacks: touch; remove 10 damage from 1 Droid character)



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Hit Points

50

Defense

15

Attack

+5

Damage

10

Special Abilities

Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)

Loner (+4 Attack if no allies are within 6 squares)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



This Dressel native fought the Empire on his homeworld before joining the Rebel Alliance.

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HAN SOLO, REBEL HERO



**STAR
WARS**



HAN SOLO, REBEL HERO

35

Hit Points

90

Defense

19

Attack

+11

Damage

20

Special Abilities

Unique

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Mobile Attack (Can move both before and after attacking)

Force Powers

Force I

Commander Effect

Followers within 6 squares gain

Advantageous Attack (+10 Damage against an enemy who has not activated this round).

"Never tell me the odds!"



**STAR
WARS**

**LUKE SKYWALKER
ON TAUNTAUN**



**LUKE SKYWALKER
ON TAUNTAUN**

16



Hit Points

60

Defense

17

Attack

+8

Damage

10

Special Abilities

Unique

Lightsaber (+10 Damage to adjacent enemies)

Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)

Force Powers

Force 3

Use the Force (Force 3: This character's next attack is a critical hit)



Luke patrols the frozen wastes of Hoth atop his swift and sure-footed tauntaun

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WARS**



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NIEN NUNB



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NIEN NUNB

17

Hit Points

50

Defense

15

Attack

+8

Damage

20

Special Abilities

Unique



This Sullustan Rebel pilot flew the copilot chair of the Millennium Falcon at the Battle of Endor.

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**PRINCESS LEIA,
REBEL HERO**



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WARS**



**PRINCESS LEIA,
REBEL HERO**

14

Hit Points

60

Defense

15

Attack

+8

Damage

10

Special Abilities

Unique

Force Powers

Force 2

Commander Effect

Whenever a follower within 6 squares defeats an enemy, it may immediately move 2 squares. This move does not provoke attacks of opportunity and does not prevent the use of extra attacks.



*"The main entrance to the control bunker's on the far side of that landing platform.
This isn't gonna be easy."*

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WARS**



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STAR
WARS



Hit Points

70

Defense

18

Attack

+9

Damage

10

Special Abilities

Unique

Avoid Defeat (Whenever this character would be defeated, make 2 saves, each needing 11; if both succeed, this character has 10 Hit Points instead of being defeated)

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11)

Commander Effect

Pilot followers gain **Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11).

This veteran pilot survived encounters with two Death Stars and leads the Rogue Squadron starfighter unit.



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Hit Points

120

Defense

18

Attack

+12

Damage

10

Special Abilities

Unique

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Lightsaber (+10 Damage to adjacent enemies)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Force Powers

Force 2



Strong in the Force, this New Republic operative is a one-man wrecking crew.

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LUKE SKYWALKER,
JEDI MASTER



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WARS™



LUKE SKYWALKER,
JEDI MASTER

74

Hit Points

130

Defense

22

Attack

+16

Damage

20

Special Abilities

Unique

Melee Attack: Triple Attack

Force Powers

Force 2

Force Leap (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)

Force Renewal I (This character gets Force 1 each time he activates)

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 1)

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 1)

Lightsaber Sweep (Force 1, replaces attacks: Can attack every adjacent enemy once)

Lightsaber Throw (Force 1, replaces attacks: Attack 1 enemy within 6 squares)

Master Speed (Force 1: This character can move 6 extra squares on his turn as part of his move)

Commander Effect

Each ally with a Force rating starts with +1 Force.



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STAR
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Hit Points

40

Defense

15

Attack

+10

Damage

20

Special Abilities

Careful Shot +4 (On this character's turn, if he doesn't move, he gets +4 Attack)

Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)

Commander Effect

Trooper followers get **Careful Shot** +4 (On this character's turn, if it doesn't move, it gets +4 Attack).



This officer leads the forces of the New Republic into battle.

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NEW REPUBLIC TROOPER



**STAR
WARS™**



NEW REPUBLIC TROOPER

10

Hit Points

10

Defense

13

Attack

+7

Damage

20

Special Abilities

Advantageous Cover (+8 Defense from cover instead of +4)



Better trained and better equipped than they were during the Rebellion, these troopers defend the ideals of the newly re-formed Republic after the Battle of Endor.

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**STAR
WARS™**

Hit Points

60

Defense

18

Attack

+11

Damage

20

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 2

Knight Speed (Force 1: This character can move 4 extra squares on her turn as part of her move)

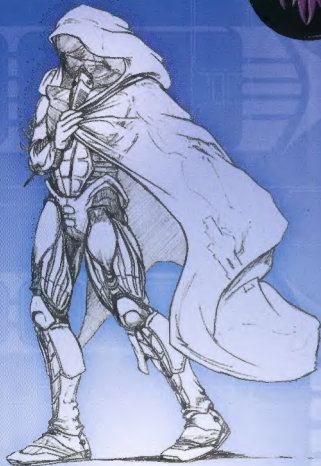


Students at Luke Skywalker's Jedi Academy learn the ways of the Force.

**STAR
WARS™**


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STAR
WARS

Hit Points

80

Defense

18

Attack

+12

Damage

10

Special Abilities

Unique

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Force Immunity (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)

Loner (+4 Attack if no allies are within 6 squares)

Oogloth Masquer (At the start of the skirmish, choose a non-Unique allied character. That ally gains Stealth.)

Plaeryin Bol (Replaces turn: 40 damage to 1 adjacent enemy; save 1)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

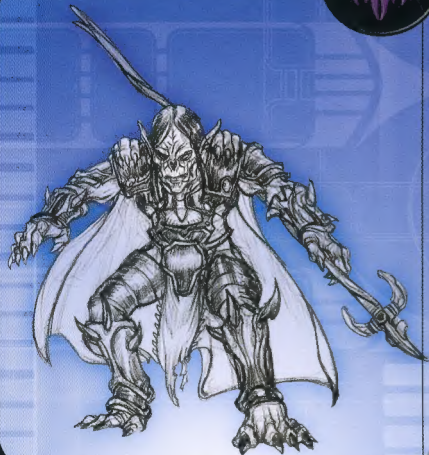
Commander Effect

Characters in your squad with Stealth (including Nom Anor) who have cover cannot be targeted by nonadjacent enemies. Characters in your squad with Stealth gain **Self-Destruct 20** (When this character is defeated, each adjacent character takes 20 damage).



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Hit Points

200

Defense

18

Attack

+15

Damage

10

Special Abilities

Unique

Cleave (Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy)

Force Immunity (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)

Melee Attack

Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)

Triple Attack

Vondum Crab Armor 6 (When this character takes damage, he can reduce the damage dealt by 10 with a save of 6)

Commander Effect

Allied Yuuzhan Vong who end their move within 6 squares gain **Momentum** (If this character has moved this turn, it gets +4 Attack and +10 Damage against adjacent enemies).



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YUUZHAN VONG
SUBALTERN



**STAR
WARS**



YUUZHAN VONG
SUBALTERN

17

Hit Points

40

Defense

14

Attack

+5

Damage

10

Special Abilities

Double Attack

Force Immunity (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)

Melee Attack

Razorbug (Replaces attacks: sight; 10 damage; save II)

Thud Bug (Replaces attacks: range 6; 10 damage, target is considered activated this round; save II negates. Droids, Huge characters, and characters with Mounted Weapon ignore the nondamaging effect.)

Vondun Crab Armor II (When this character takes damage, he can reduce the damage dealt by 10 with a save of II)

Commander Effect

Allied Yuuzhan Vong Warriors within 6 squares gain **Double Attack** (On its turn, this character can make 1 extra attack instead of moving).



**STAR
WARS**



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YUUZHAN VONG
WARRIOR



**STAR
WARS**



YUUZHAN VONG
WARRIOR

8

Hit Points

30

Defense

13

Attack

+3

Damage

10

Special Abilities

Force Immunity (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)

Melee Attack (Can attack only adjacent enemies)

Thud Bug (Replaces attacks: range 6; 10 damage, target is considered activated this round; save 11 negates. Droids, Huge characters, and characters with Mounted Weapon ignore the nondamaging effect.)

Vondun Crab Armor 16 (When this character takes damage, he can reduce the damage dealt by 10 with a save of 16)



Armed with living technology and bred for battle, these extragalactic invaders seek to conquer the galaxy.

**STAR
WARS**



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